

EDUCATION**Northeastern University**

College of Computer Science

Sept.2012-Present

Candidate for Master of Science in Computer Science

Dec.2014

Craigslist Deals Crawler

Mar.2014

- Fetched the information from Craigslist specified by the user's input
- Analyzed whether a deal is a "good" one with Machine Learning based knowledge
- Sent notifying email and status report one hour a time

Space Crap Game

Nov.2013-Dec.2013

- Designed the mechanism of a game that has the features of FPS, RTS, and TowerDefense
- Led the development, using Unity3D
- Realized some game techniques, like Procedural Content Generation

Crazy Billiards

Jan.2013-Feb.2013

- Designed and implemented the Physics system for a Billiards game with extra features
- Implemented the Graphics and Gameplay system, using C++ with OpenGL

Dimensional Sinbad

Nov.2012-Dec.2012

- Developed a game that switched between 2D and 3D to make the player get to the destination
- Implemented the Player's movements and Enemies' behaviors, using Ogre3D with C++

Shanghai University

Bachelor of Science in Computer Science and Technology

May.2012

Code Similarity

Jan.2012-June.2012

- Extended the LCS algorithm, as the basic algorithm in the project, with C++ and C#
- Generated indicators telling the similarity degrees, with C#
- Awarded outstanding graduation design (11 out of 211 students)

MCM (Mathematical Contest in Modeling), Associate Team Master

Mar.2012

- Improved models and programming for testing models, with C++
- Obtained Honorable Mention Prize in MCM, 2012

ACM International Collegiate Programming Contest

- Solved mathematical problems, cooperated in problem-analysis and programming with C++ and JAVA
- Obtained Bronze Medals twice in Asian Regional and Invitation Competition
- Represented Shanghai University in May 2009, Sept 2009, Oct 2009, and Oct 2010

COMPUTER KNOWLEDGE

- **Languages:** C/C++(OO), C#, Java, Python, LaTeX, Html, UnrealScript, Racket (Scheme);
- **Skills:** OpenGL, Ogre3D, Unity3D LibGdx, Cocos2d-x, Unreal 3, Cg Shader, DirectX, WPF, ASP.NET, J2EE;
- **Software:** Visual Studio, IntelliJ IDEA, PyCharm, UltraCompare, Hg, Git, Perforce, VMware;

WORKING EXPERIENCE**Avaya Inc.****Software Engineer (Intern) in Innovation Team**

Jan.2014-July.2014

- Researching on Avaya's new platform
 - Collaboration Environment (CE)
 - Avaya Enablement Service (AES)
- Leading, designing and developing the prototype projects for the company's future products, using Java, C++, C# and Python

- Avaya Client project(WPF/C#) based on CE(Java)/AES(C++)
- SPOT Dashboard (Backend Service, with Django/Python)

Shadow Demon Entertainment

AI Programmer

Sept.2013-Nov.2013

- Built AI system for the “InHuman” game, using Unreal 3, on PC
- Discussed and improved the game design

EMC Corporation

Software Engineer (Intern)

May.2013-Aug.2013

- Developed automated test applications for storage platform systems, using C#, XML, C++, and Python
- Designed simulation, test criteria and verifies functionality

Northeastern University

Research Assistant for Prof. Gillian Smith, in LevelShop Simulating Project

Jan.2013-Jan.2014

- Parsing SVG file format, no third-party library included, with C#
- Generating a 3D scene based on the input 2D scratch, in Unity3D
- Developing script system for generating the meshes

Research Assistant for Prof. Magy Seif El-nasr, in Improv Theater Project

Jan.2013-July.2013

- Integrated Kinect API and the SmartBody (an AI-related engine setup and run by USC), using Unity3D
- A project that allows the actors perform in a virtual environment and interact with the virtual characters

VIRTUOS Games Corporation

Junior Programmer (Intern) in Research & Development Team

Aug.2011-Mar.2012

- Developed the threading interface using C++, in XCode (low-level engine, PC, PS3, Xbox360, and 3DS)
- Debugged for the DaVinci Game Engine (PC, PS3, and Xbox360)
- Optimized and refactored the code for the game Generator Rex: Agent of Providence (PS3, Xbox360)

HONORS & AWARDS

- Outstanding Graduate of Shanghai University (30 out of 211 students) June.2012
- Silver Medal in Programming Design Contest of Shanghai University July.2010
- Greatest Student of Shanghai University 2008-2010
- Shanghai University Second Class Scholarship 2009-2010

INTERESTS

- Electric Guitar & Music Compose
- Console Games